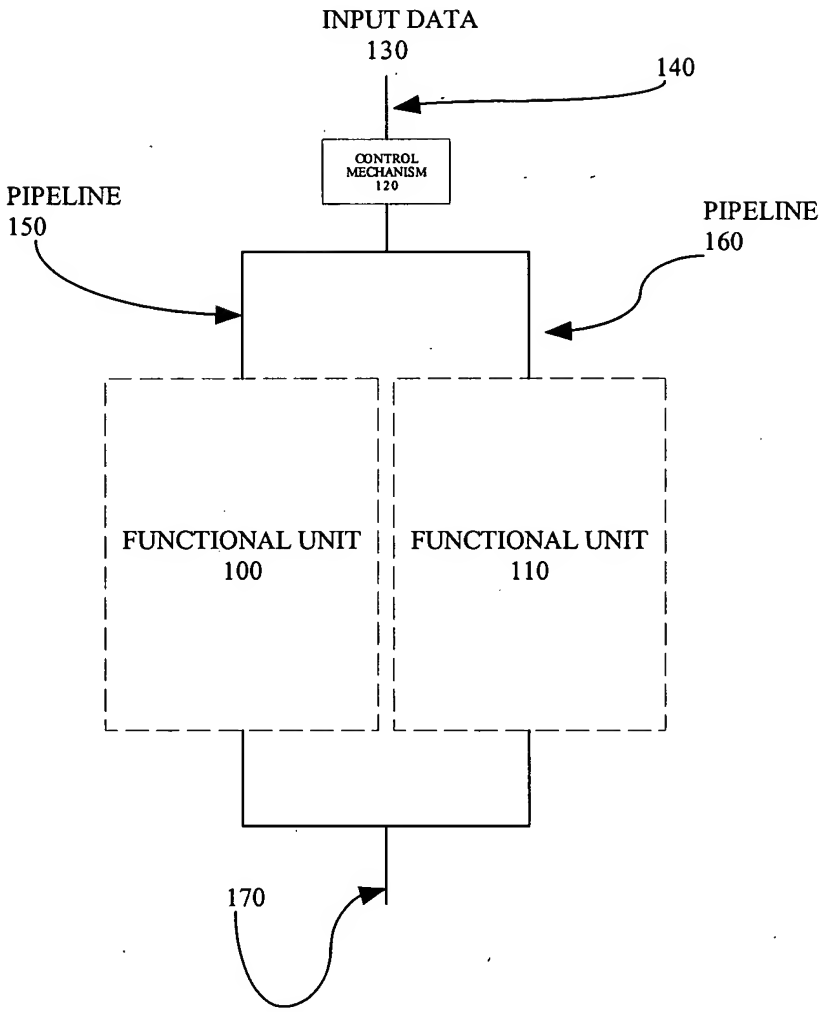
FIGURE 1


INPUT DATA
130
140
CONTROL MECHANISM
120
PIPELINE
150
PIPELINE
160
FUNCTIONAL UNIT
100
FUNCTIONAL UNIT
110
170

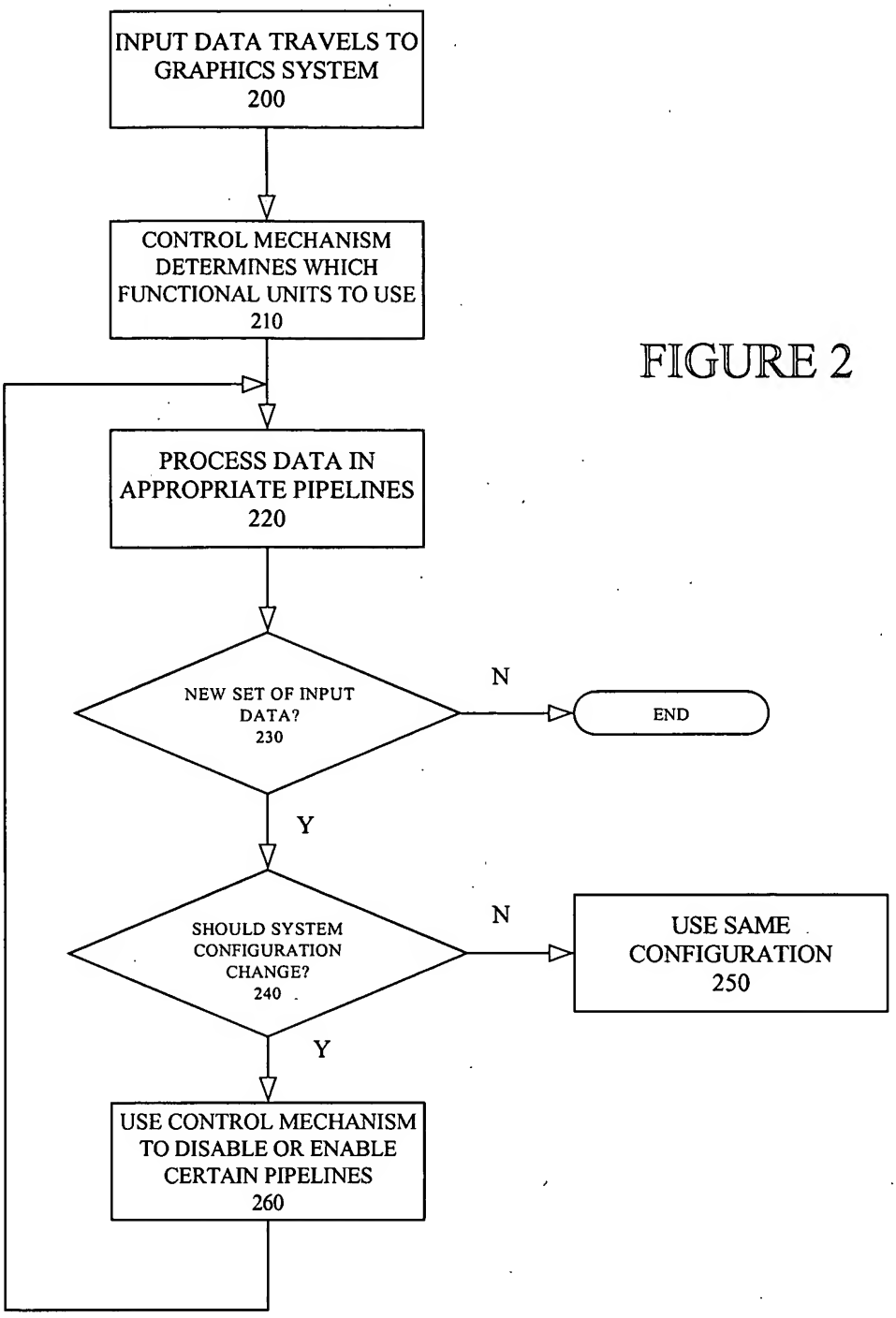
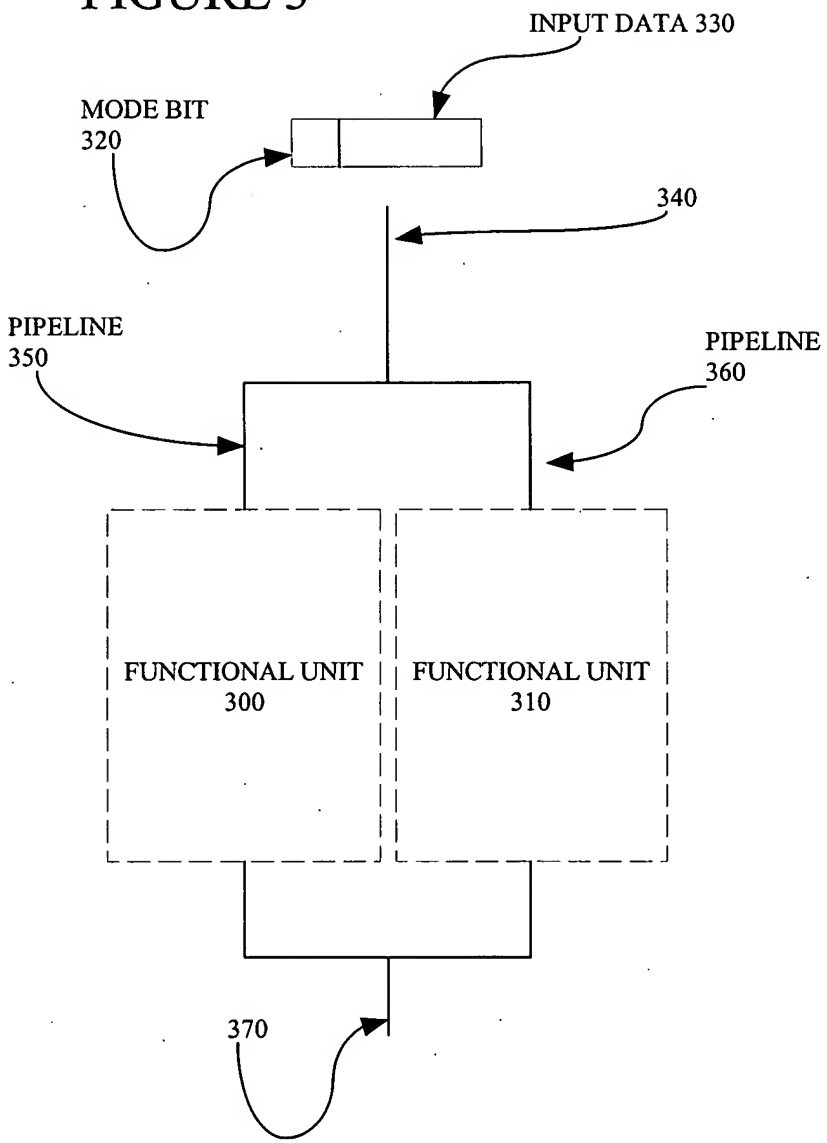

INPUT DATA TRAVELS TO GRAPHICS SYSTEM 200
CONTROL MECHANISM DETERMINES WHICH FUNCTIONAL UNITS TO USE 210
PROCESS DATA IN APPROPRIATE PIPELINES 220
NEW SET OF INPUT DATA? 230
N
END
Y
SHOULD SYSTEM CONFIGURATION CHANGE? 240
N
USE SAME CONFIGURATION 250
Y
USE CONTROL MECHANISM TO DISABLE OR ENABLE CERTAIN PIPELINES 260

FIGURE 2

FIGURE 3


INPUT DATA 330
MODE BIT
320
340
PIPELINE
350
PIPELINE
360
FUNCTIONAL UNIT
300
FUNCTIONAL UNIT
310
370

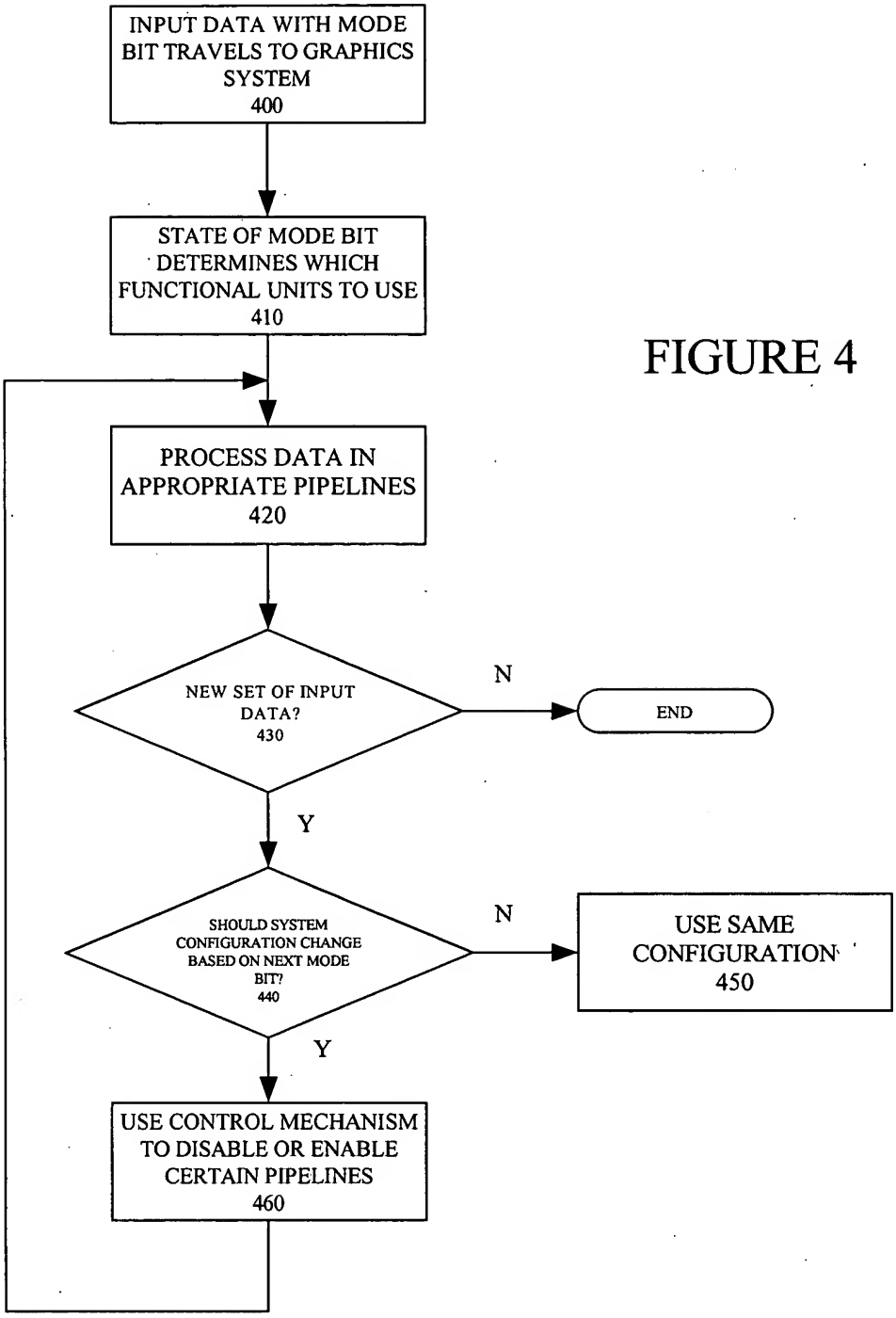

INPUT DATA WITH MODE BIT TRAVELS TO GRAPHICS SYSTEM
400
STATE OF MODE BIT DETERMINES WHICH FUNCTIONAL UNITS TO USE
410
PROCESS DATA IN APPROPRIATE PIPELINES
420
NEW SET OF INPUT DATA?
430
N
END
Y
SHOULD SYSTEM CONFIGURATION CHANGE BASED ON NEXT MODE BIT?
440
N
USE SAME CONFIGURATION
450
Y
USE CONTROL MECHANISM TO DISABLE OR ENABLE CERTAIN PIPELINES
460

FIGURE 4

FIGURE 5

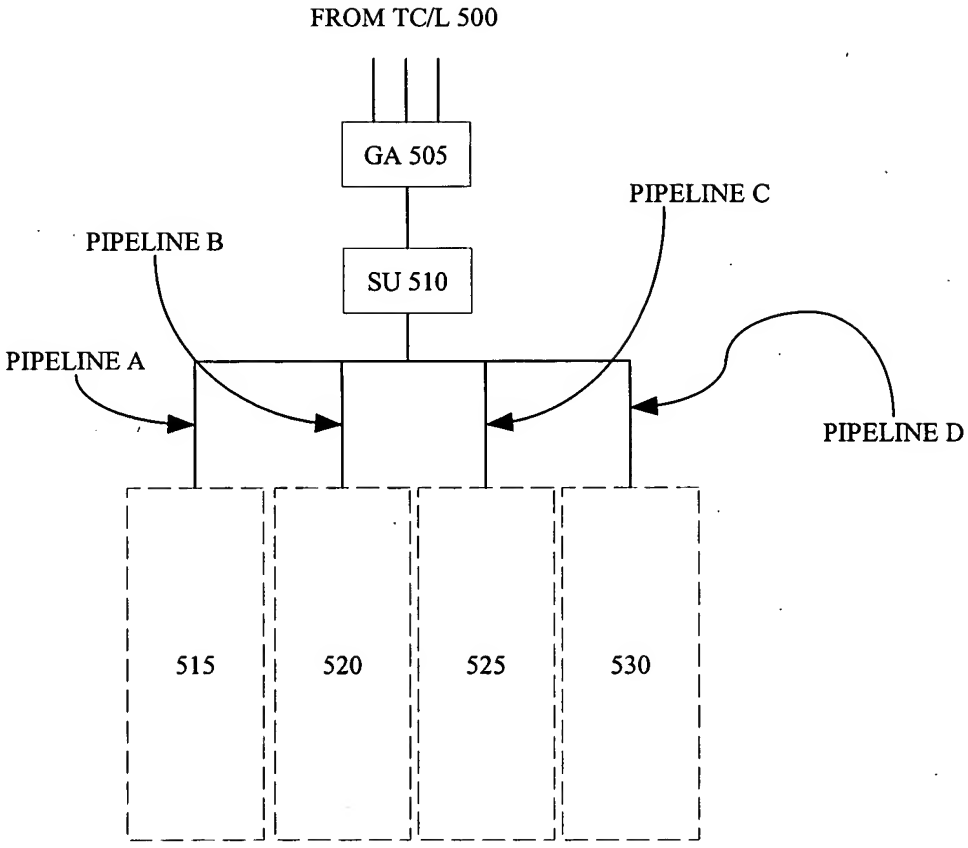
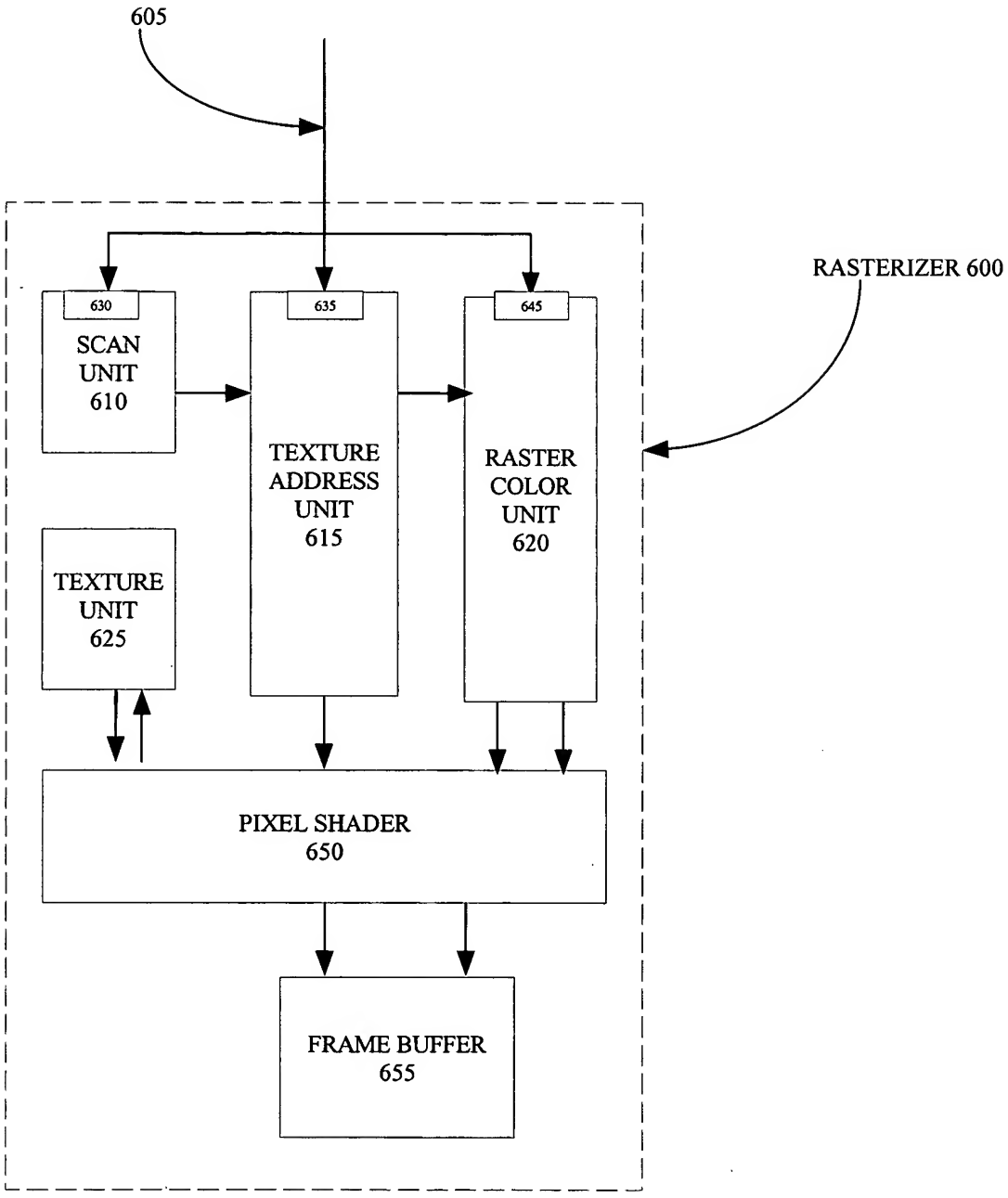

FROM TC/L 500
GA 505
SU 510
PIPELINE A
PIPELINE B
PIPELINE C
PIPELINE D
515
520
525
530

FIGURE 6


605
RASTERIZER 600
630
SCAN UNIT 610
635
TEXTURE ADDRESS UNIT 615
645
RASTER COLOR UNIT 620
TEXTURE UNIT 625
PIXEL SHADER 650
FRAME BUFFER 655

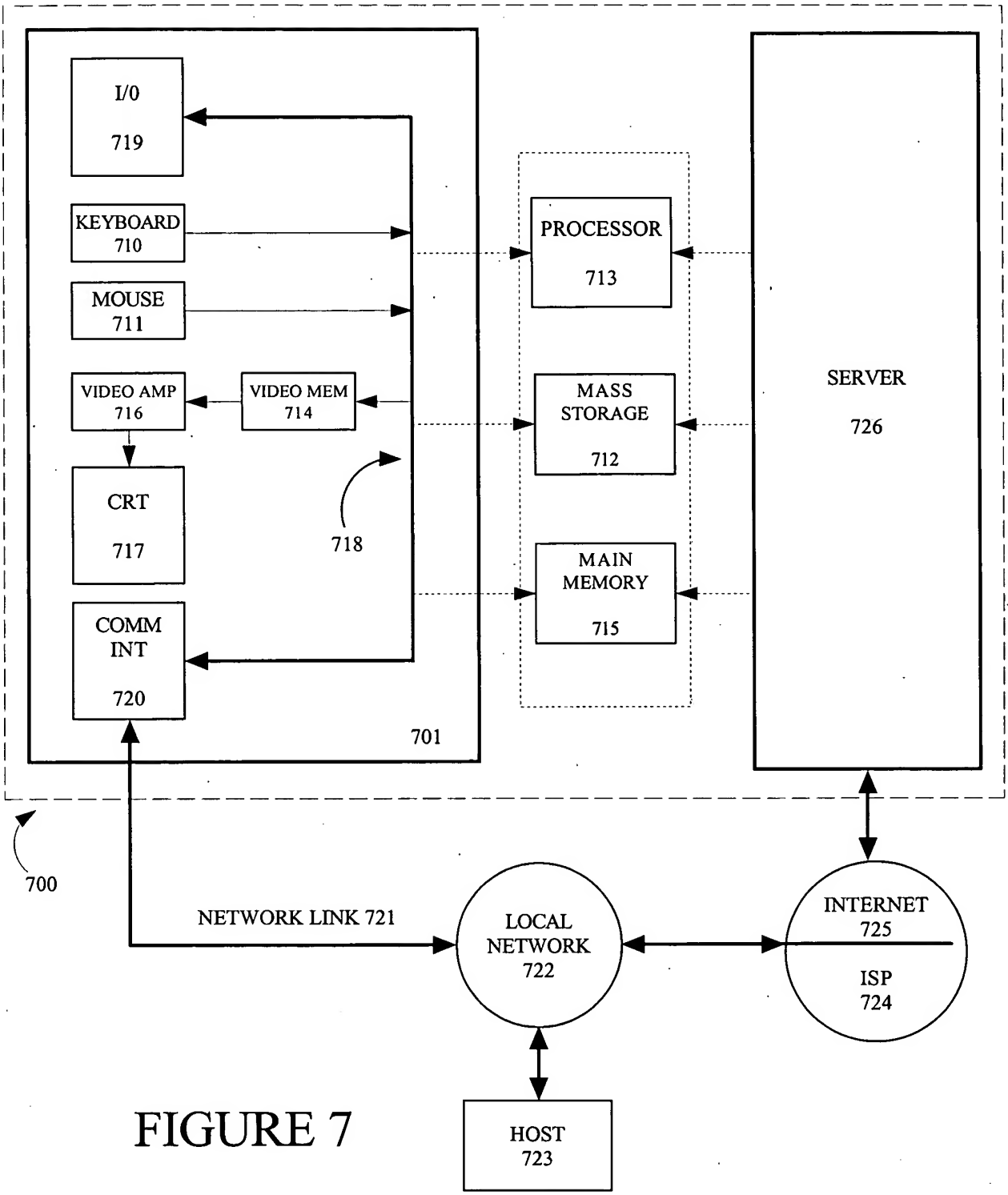

I/0
719
KEYBOARD
710
MOUSE
711
VIDEO AMP
716
VIDEO MEM
714
CRT
717
718
COMM
INT
720
701
PROCESSOR
713
MASS
STORAGE
712
MAIN
MEMORY
715
SERVER
726
700
NETWORK LINK 721
LOCAL
NETWORK
722
INTERNET
725
ISP
724
HOST
723

FIGURE 7

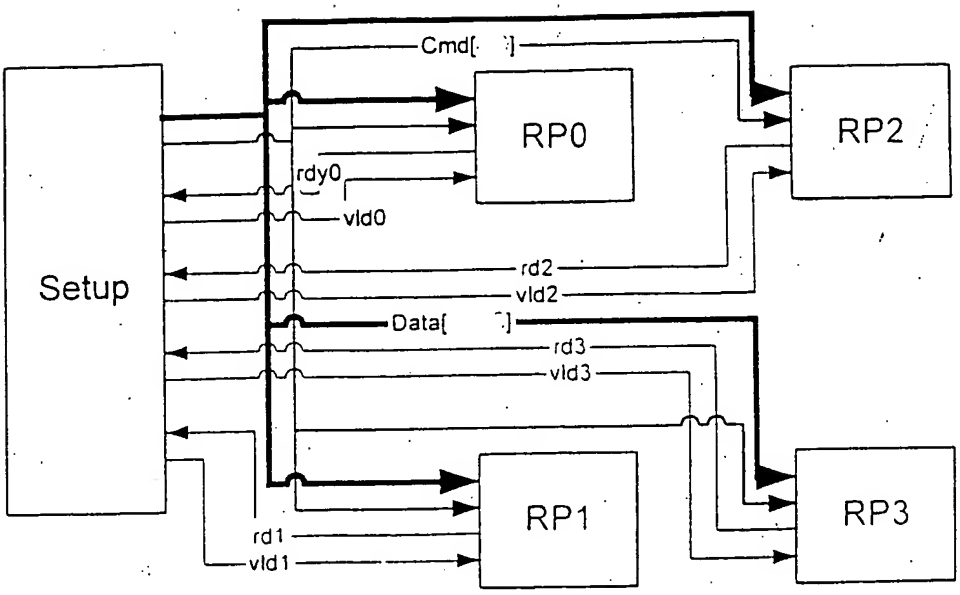

Cmd[ ]
RP0
RP2
rdy0
vld0
Setup
rd2
vld2
Data[ ]
rd3
vld3
RP1
RP3
rd1
vld1

Figure 8